

01

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GARGOYLES

DARK AGES



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Handwritten signature and date: 2023

Disney

GARGOYLES

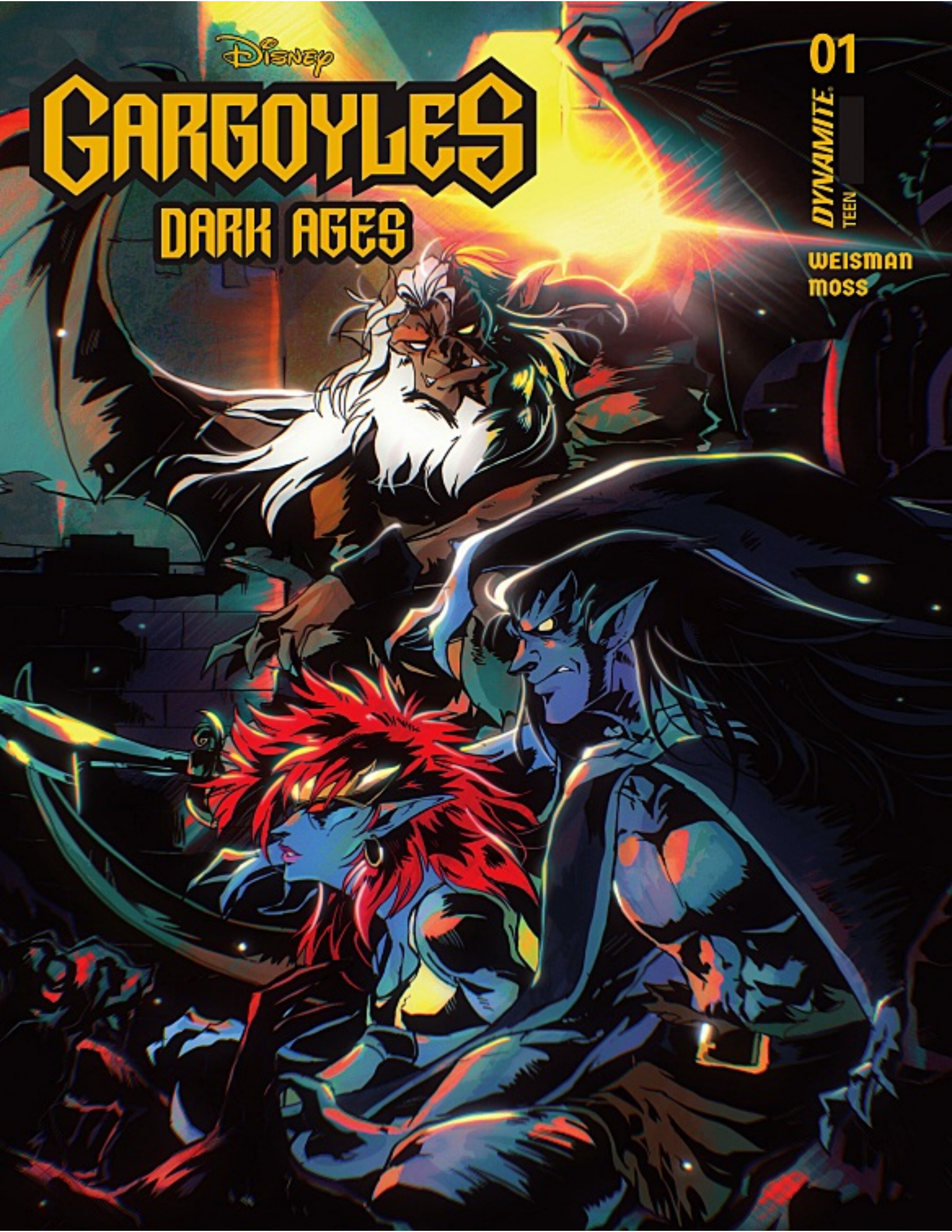
DARK AGES

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Our kind has no names.

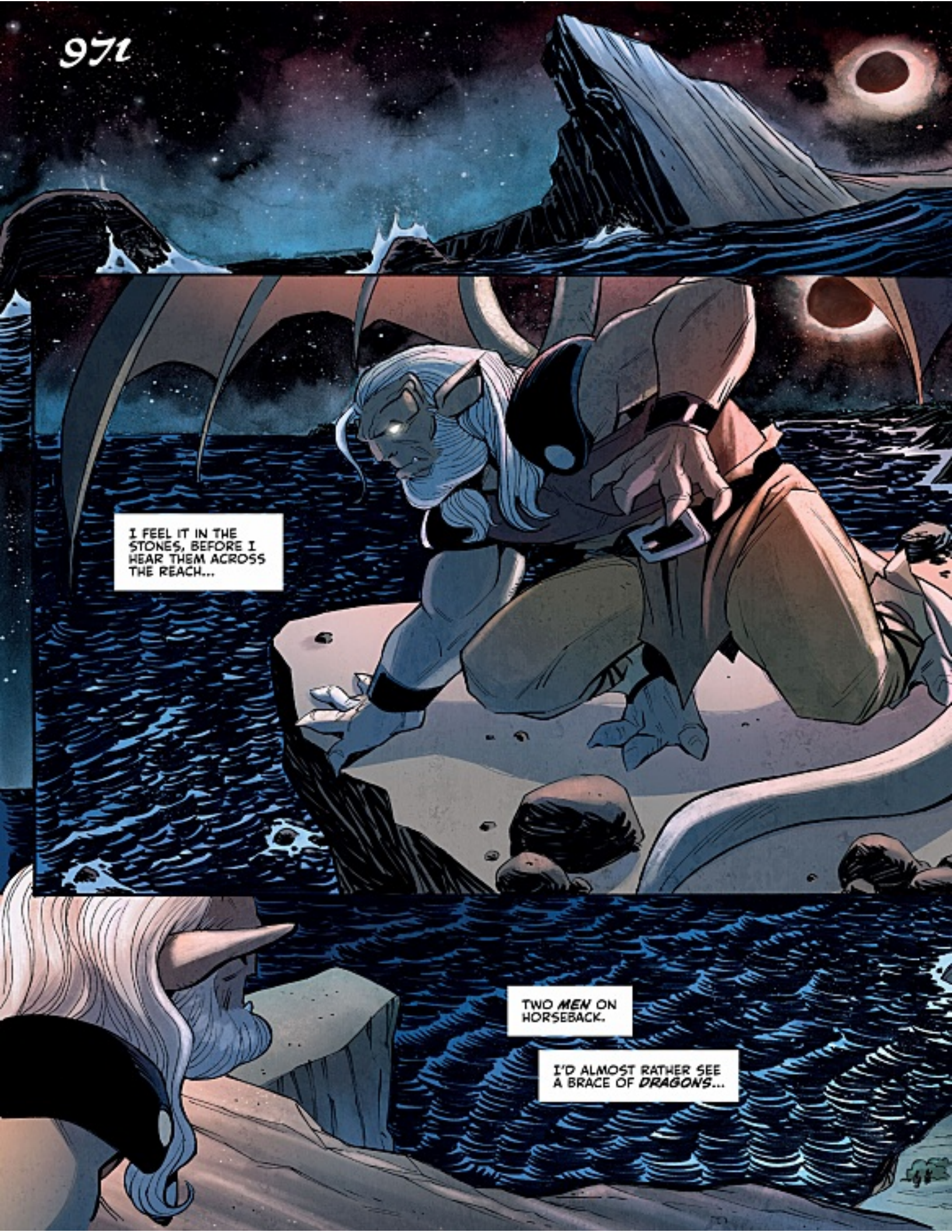
1997



I FEEL IT IN THE AIR,
BEFORE I SEE THEM
IN THE SKIES...

MODERN-DAY
DRAGONS.

THE MORE THINGS
CHANGE, THE
MORE THEY STAY
THE SAME...



I FEEL IT IN THE
STONES, BEFORE I
HEAR THEM ACROSS
THE REACH...

TWO MEN ON
HORSEBACK.

I'D ALMOST RATHER SEE
A BRACE OF *DRAGONS*...

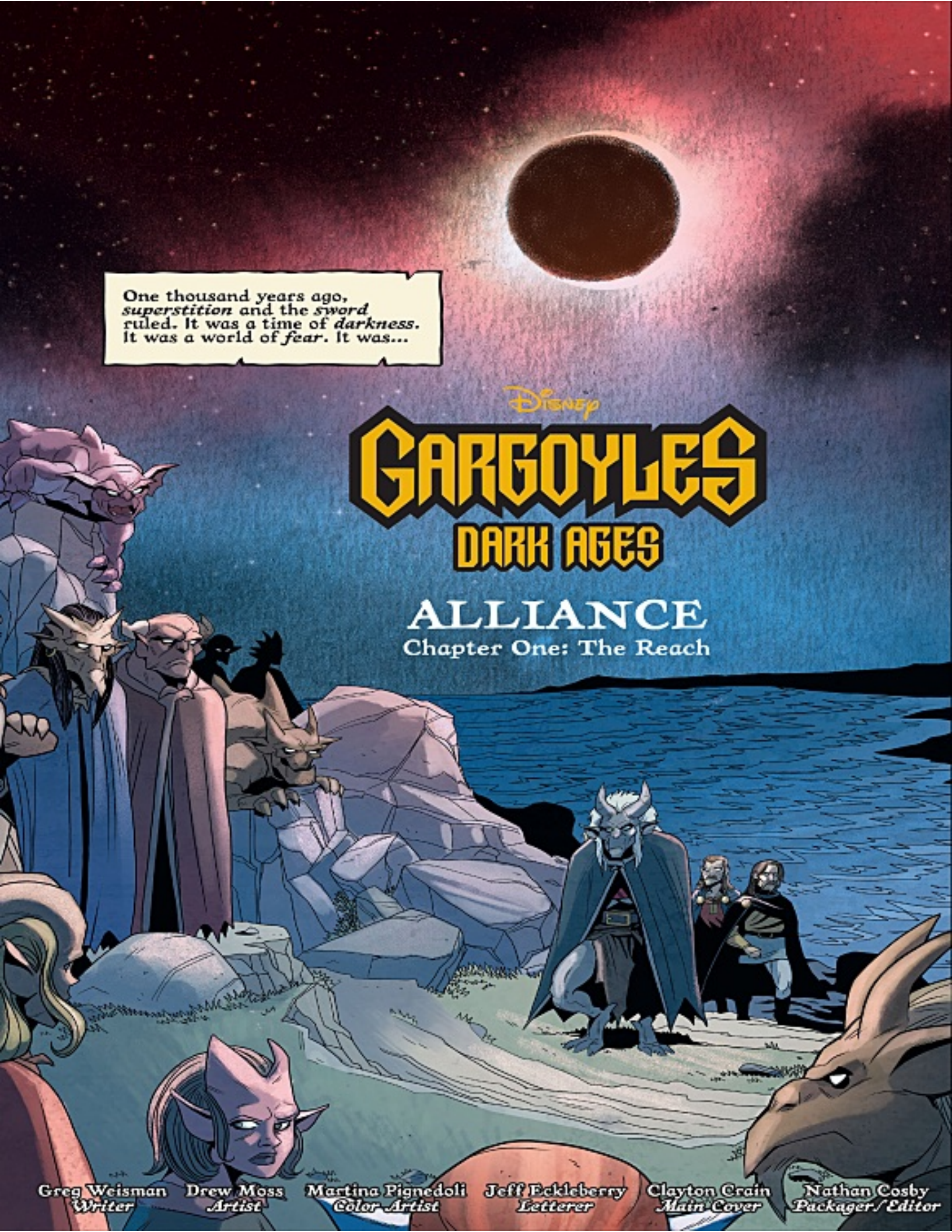






OUR
CLAN OFFERS
A CAUTIOUS
WELCOME,
HUMANS.

WHAT IS
IT YOU WISH
OF US?



One thousand years ago,
superstition and the *sword*
ruled. It was a time of *darkness*.
It was a world of *fear*. It was...

Disney
GARGOYLES
DARK AGES

ALLIANCE
Chapter One: The Reach

Greg Weisman
Writer

Drew Moss
Artist

Martina Pignedoli
Color Artist

Jeff Eckleberry
Letterer

Clayton Crain
Main Cover

Nathan Cosby
Packager/Editor







MEN'S
COUNTEANCES
RARELY REVEAL MUCH
OF ANYTHING AKIN
TO TRUTH.



THEN
TRUST NOT IN THEM.
BUT IN OUR *DEEDS*--
AND IN OUR *HISTORY*
TOGETHER.

YOU KNOW
MY PEOPLE--
THE VILLAGE FOLK--
RESPECT THE CLAN
AS PROTECTORS--

--AND HAVE
NEVER VIOLATED
THEIR *DAYLIGHT*
SANCTITY...



...WHILE
CULEN'S MEN MAKE
SPORT OF SUCH
MAYHEM.

THAT
IS ALL TOO
TRUE.



SO, IF THE
CLAN JOINS OUR
CAUSE IN THE
NIGHT...

THEN I
SWEAR, OUR
SOLDIERS WILL
PROTECT YOUR
KIND DURING
THE DAY!



GIVE
US SPACE
TO CONFER,
HUMANS...

REJOIN
YOUR MOUNTS. YOU
WILL LEARN THE CLAN'S
DECISION WITHIN THE
HOUR...



DID WE
CONVINCE
THEM?

YES.

YOU
REALLY THINK
SO?

I WAS
TRYING TO SOUND
OPTIMISTIC.

SO, WE
FAILED?

NO.

YES.

MAYBE?



THESE
TWO LADS--THEY
SEEK OUR HELP WITH
WHAT SEEM TO BE
STRICTLY *HUMAN*
PROBLEMS...



IN MY
EXPERIENCE,
MY LOVE--

--*HUMAN*
PROBLEMS
BECOME
GARGOYLE
PROBLEMS--
OFTEN AND
RAPIDLY.

AYE,
THAT'S A
VERITY.



IT IS. BUT
MAKE NO MISTAKE,
THEY'RE ASKING US
TO JOIN THEM IN
BATTLE...

...WHICH
WILL BRING
CASUALTIES--
AND NOT JUST
THEIRS...

...IS THAT
A *RISK* YOU'RE
WILLING TO RUN,
OLD FRIEND?



YOU HAVE
YOUR ALLIANCE,
HUMAN.

THANK YOU.
YOU WON'T
BE SORRY,
GARGOYLE.







"...NOW LET'S
JUST MAKE
SURE WE WIN
THIS FIGHT."





HOW
CAN YOU LEAVE
OUR GENERATION
OUT OF THE
FIGHT?!

BY
COMMANDING
IT SO.



OR
DOES YOUR
GENERATION NO
LONGER FOLLOW
MY ORDERS?



RRRRRRRR

SISTER,
WAIT!



I DO NOT
QUESTION YOUR
DECISION, BUT I DO
SEEK TO UNDER-
STAND IT...

...WE ARE
WARRIORS--
TRAINED AND READY.
WOULD WE NOT BE OF
USE IN THE COMING
CONFLICT?

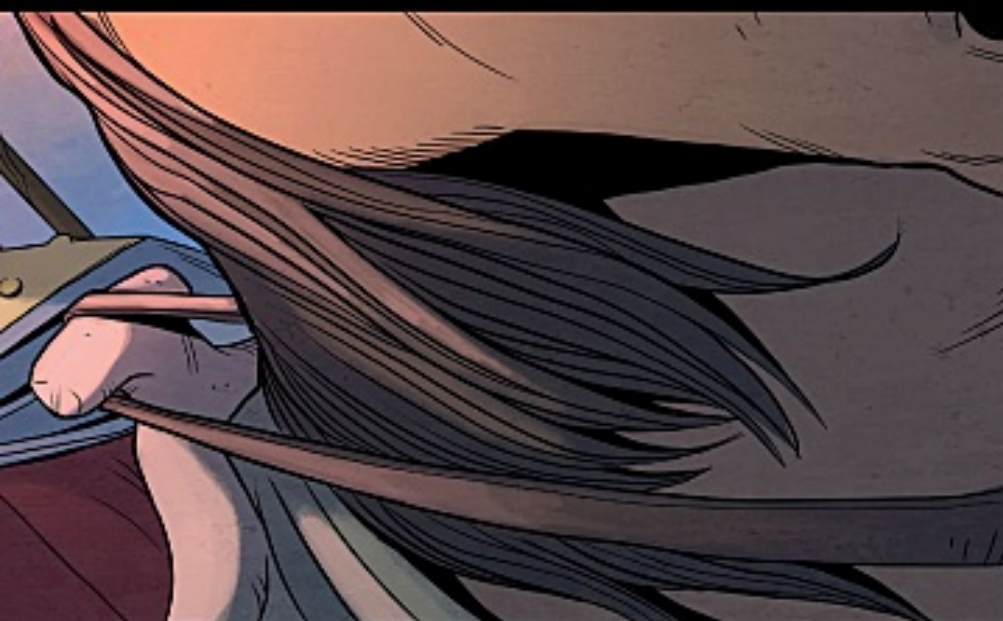
OF
COURSE. BUT IF
THE NIGHT GOES
BADLY...

...I NEED
WARRIORS--
TRAINED AND
READY--STILL ALIVE
TO PROTECT OUR
HOME AND
EGGS.



YES. I
SEE.







THERE
HE IS...



...OL' KING
CULEN.

SHING



REMEMBER!
THESE TRAITORS
TO THE CROWN
DESERVE NO
MERCY!

ATTACK!!



FOR KENNETH,
SAINT ANDREW AND
SCOTLAND!!

ATTACK!











FOR
KENNETH AND
THE CLAN!!



I'M
GOING!

WAIT!

SO
AM I!



IN MEMORY OF
DAVE SCHWARTZ

NEXT:
The Draw!

The Story is told – though who can say if it be true – of Three Brothers, who were destined to save their land from tyranny – to save it, and lose it, and save it again.

In the Nine Hundred and Fifty-Fourth year of the Common Calendar, Good King Maol Chalvim had ruled Scotland in peace for a dozen summers and a dozen winters. Now, the King was three-score and six, and had taken to bed of late with a wasting illness that threatened to end his days on this earth.

Fortunately for the Kingdom, succession was not in doubt. The King had two healthy sons – half-brothers by two different mothers, both of whom had passed in childbirth. The eldest son, Crown Prince Duff, was a man of forty-two, tall and strong and jovial. His brother, Prince Kenneth, was twenty years Duff's junior. He was slim and sly but just as quick to laugh. Despite the difference in their ages, the two princes were the fastest of friends.

King Maol Chalvim also had a new, young bride, whom he had taken to wife just the year before. Her name was Queen Katharine, and she was round with child, soon to give birth.

The King summoned both his sons to his bed, as he spoke to them with the rattle of the Reaper already in his voice. From them both, Maol Chalvim extracted a promise – a Solemn Vow – to always support each other and to always protect his new wife and their unborn child from any who might plot against him.

Duff and Kenneth knew of whom their father spoke: his name was Indulf, a Thane of Scotland and a descendant of the old Kings. Indulf had done a very poor job of hiding his ambitions for the Crown. He had an adult son named Culen and a strong desire to establish a Dynasty of his own.

But the King had no wish to speak of Indulf now. He demanded of his sons that each make their pledge. Duff swore to be a good king, to watch over his siblings and stepmother, as well as all the good people of Scotland. Kenneth vowed to be Duff's strong right arm and to protect Katharine and her child, too. Well satisfied, King Maol Chalvim breathed his last and relinquished his Soul to Heaven.

Unfortunately, Indulf could not be bothered to wait for the King's passing. In fact, even as Duff and Kenneth were sitting by their ailing father's bedside, Indulf was busy making alliances with many a traitorous Scottish Thane. While Duff and Kenneth closed their father's eyes for the final time, Indulf gathered his troops. While Duff and Kenneth took their father's body to be buried on the Holy Island of Iona, Indulf went right ahead and had himself crowned King of Scotland on the Lia Fail at Scone.

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Needless to say, when Duff and Kenneth returned from Iona, they were none too pleased with these developments. Still, they had allies and troops of their own - and were soon preparing for battle.

But Indulf was prepared for their preparing. He had one last card to play. He had Queen Katharine locked away with him in Edinburgh Castle, and he threatened her life should Maol Chalcim's sons raise a single sword against Indulf's rule. Bound by their vows to their father - and to their own sense of honor - the two former princes retired to a family stronghold to wait.

Within days of Duff and Kenneth's self-imposed exile from the capital, Katharine gave birth to a healthy boy - the Third Brother of our Tale - whom she named Malcolm, after his father Maol Chalcim. King Indulf then made the "generous offer" to ship Katharine off to her stepsons - if she left baby Malcolm behind in his custody, as insurance. For obvious reasons, Katharine chose to remain with her son...

Here, the Player stopped her tale, despite the human and Gargoyle children, who pleaded with her to continue: "What happened next? You can't stop there! Tell us! Tell us!" But the dark-haired woman would not be convinced. "That is a tale for another night," was all she would say. And, thus, given no choice, we waited...



Art by Drew Moss

FRANCHISE CREATOR GREG WEISMAN & ARTIST DREW MOSS TAKE US BACK TO THE ORIGINS OF THE GARGOYLES!

Greg, this series is taking us ALL the way back, to the origins of the Gargoyles as we know them. Before they came to New York City and even before they were cursed. Gargoyles fans haven't seen a ton of close focus on this era of the franchise. What inspired you to shine a spotlight on it now?

Greg: Well, to be honest, the success of the main Gargoyles title created an opportunity for a spin-off. I have ALL these stories that I've wanted to tell for decades now, so I pitched a number of ideas to Dynamite and Disney, and

this is the one that excited everyone the most. We're taking our readers back to Wyvern Hill in Scotland in the year 971 to witness the origins of the Human-Gargoyle Alliance that had become a strained status quo by 994, the year in which our pilot episode was set. This is an exciting time for the Gargoyle Clan (not to mention an exciting time in Scottish History), and I'm thrilled we'll all have a chance to explore it together.

There are so many fan-favorite characters among the Gargoyles, and it's our under-



Interior art by Drew Moss

standing that most of them were around back during these times in the "Dark Ages." But some of them may have very different personalities and dynamics with each other - a thousand years and some conflict can do that to folks. Can you share which characters from the main series and show that people recognize will be showing up here? And are there any new faces to watch out for?

Greg: I'm notoriously spoiler averse, but some of this is pretty obvious, once the year 971 is revealed as our temporal setting. So, readers will be seeing younger versions of Hudson, Goliath, Demona, Coldstone, Coldfire, Coldsteel, Brooklyn, Lexington, Broadway, Prince Malcolm, the Captain of the Guard and more. And, yes, there will be plenty of new faces - Gargoyle and Human - showing up, as well.

Beyond the era difference, we're wondering if the first word in "Dark Ages" could be signify-

ing other aspects of the series. In what other ways will this title differ, if at all, in tone and feel to the flagship?

Greg: It is a Dark Age of war and conflict, of superstition and the sword. There are all sorts of monsters (of every species) in this era, and we'll be meeting quite a few. And not everyone is guaranteed to make it through to the end...

George Kambadais has been such a brilliant match on the main series, delivering a perfect balance between a cartoon style in the vein of the show and his own stylistic touches. Fans and critics have lauded the art and his approach. This time on *Dark Ages*, you're teaming up with Drew Moss. Dynamite fans will know Drew from his work on various *Red Sonja* projects, which seems maybe a bit relevant here. How has the collaboration been so far, and what makes Drew a good fit for the *Gargoyles*?



Interior art by Drew Moss

Greg: I've only seen a handful of pages from Drew [at the time of this interview], but so far he's knocking it out of the park. Really dynamic storytelling that captures the essences of familiar characters when they're considerably younger than the versions we're all familiar with. I can't wait to see more!

Drew, you're coming in and joining this franchise for the first time. What experience do you have with the Gargoyles, if any, prior to this? Did you watch the show at all while it aired? Or did you dive into it all when being approached for this?

Drew: The only experience I had with Gargoyles was with the show in the 90's and I did the CGC Variant for Dynamite's first issue of Gargoyles. I really enjoyed the show back in the 90s and was super excited to be even considered for this project. I re-watched

the series on Disney+ and really had a blast watching it again.

You're jumping into this project with both the original show, prior stories in comics and media, and the reference of what George has been doing in the main series. How are you approaching your art on the series, with both those influences and your own signature style?

Drew: I am trying to do interior art traditionally, so this allows me to do some washes and other things that allow me to get my hands dirty. I hope to stay true to the art from the show but infusing my own art style to it.

Do you have any favorite Gargoyles to draw so far?

Drew: So far it is Hudson and Mentor, Hudson's younger counterpart - it was fun to de-age him.

COVER GALLERY



COVER A
Art by
CLAYTON CRAIN



COVER B
Art by
ALAN QUAH



COVER C
Art by
MIRKA ANDOLFO



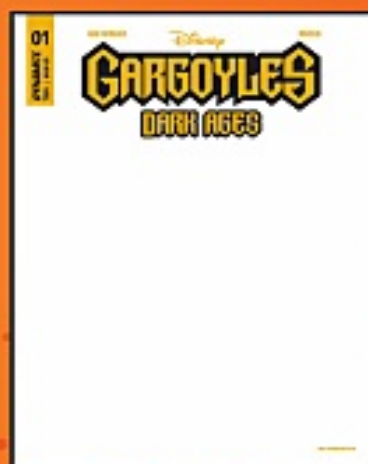
COVER D
Art by
KENYA DANINO



COVER E
Art by
ERICA HENDERSON



COVER F
ACTION FIGURE ART
Art by
PARKER



COVER G
BLANK AUTHENTIX



COVER H
10 COPY INCENTIVE
Art by
JAE LEE



COVER I
10 COPY INCENTIVE
Art by
DREW MOSS

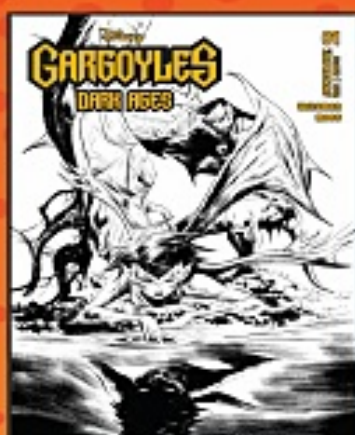


COVER J
10 COPY INCENTIVE
B&W art by
CLAYTON CRAIN

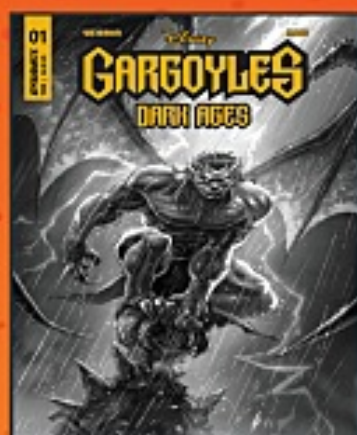
COVER GALLERY



COVER K
15 COPY INCENTIVE
TV PITCH ART



COVER L
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B&W Art by
JAE LEE



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B&W Art by
ALAN QUAH



COVER N
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Virgin art by
DREW MOSS



COVER O
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Virgin B&W art by
JAE LEE



COVER P
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TV PITCH ART



COVER Q
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ACTION FIGURE ART
Art by
PARKER



COVER R
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Virgin art by JAE LEE



COVER S
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Virgin art by
ERICA HENDERSON



COVER T
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Virgin art by
KENYA DANINO

COVER GALLERY



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Virgin art by
MIRKA ANDOLFO



COVER V
100 COPY INCENTIVE
Virgin art by
ALAN QUAH



COVER W
PREMIUM METAL
Virgin Art by
CLAYTON CRAIN



COVER X
LIMITED VIRGIN COVER
Virgin Art by
CLAYTON CRAIN



COVER Y
FOC BONUS
Art by
KEN HAESER



COVER Z
7 COPY FOC
INCENTIVE
B&W Art by
KEN HAESER COVER



ZA
7 COPY FOC
INCENTIVE
B&W Art by
MIRKA ANDOLFO



COVER ZB
7COPY FOC
INCENTIVE
B&W Art by
KENYA DANINO



COVER ZC
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INCENTIVE
B&W Art by
ERICA HENDERSON



COVER ZD
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INCENTIVE
Virgin Art by
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